Overview of the Volunteer Sign Removal Program

The following is an overview of the Volunteer Sign Removal program, including rules for participation.

This program will allow citizen volunteers to remove signs illegally placed on the City right-of-ways (row) and properties, in accordance with City code and the following rules. We can't stress enough that sign removal must be done in a safe manner.

Rules:

- 1. Complete a Volunteer Sign Removal application.
- 2. Complete the required training course.
- **3.** Sign a liability release.
- **4.** Sign an oath/statement agreeing to abide by City codes, and the program rules.
- **5.** Submit to and successfully pass a background check.
- 6. Have valid Kansas Drivers License.
- **7.** Have a currently registered vehicle in good operating condition.
- **8.** Have current vehicle insurance as required by State law. You are advised to check with your insurance agent for coverage relative to the use of your vehicle and this program.
- 9. Commit to a geographic area (streets) & a time(s).
- 10. Commit to safety first; appropriately use provided vests, any tools, etc.
- 11. Acknowledge receipt of any safety items, and agree to return when no longer needed.
- 12. Commit to provide required reports.
- **13.** Commit to dispose of signs as directed.
- **14.** Commit to wear the provided identification badge.
- 15. Commit to allowing only authorized (City trained and approved) persons to remove signs.

Issues such as identification of illegally placed signs, location of City row and properties, legal issues and much more will be discussed during the required training class. The training must be completed and you must be approved prior to removing any signs from the City row or properties. By participating in the program, and following the rules, you can take an active role in making your city safer and more beautiful. Failure to agree, and abide by these rules, may be reason to disallow participation or further participation in the program.

Thank you for volunteering for this program!